


THE EYE SHIELD



Issue 18

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MESSAGE FROM ME

Welcome to issue eighteen of The Eye Shield as I, Jake Collins of Harpenden, share with you some more of my thoughts and observations about Knightmare. We have waited for nearly five and a half years, and now the time has finally come to read the final part of Carl Bateson's mammoth tale *A Last Resort*. The adventures of John, Matt and James have been leading up to a thrilling final conflict with Aesandre, and you won't want to miss it. If you prefer something more intellectual, why not try the second level of my quest in *I Think I Read Somewhere?* The intricacies of the tasks will have you using all your mental stamina, I assure you. Or if you fancy a laugh, check out the bumbblings of the hapless Simon Haynes in *Classic Quest*. Why not test your Knightmare quote recall ability with the *Puzzle Pages*? If you like tales of danger and heroics then drop in on Sam in *Adventure Time* and see how she faces up to Mogdred's intrigues. And if you'd like to read the views of someone other than me about the show, Robin Barlow presents the second part of his evaluation of the humour in Knightmare in *Carry On Knightmare*. Ah, so much to read and so little time to do it in, as Treguard might say. So get going!

Challenge question: What are the four causeway combinations in series 5?

Knightmare Dave's quotes:

Treguard gets a little sarcastic in series 4, I feel, with his awful rendition of deaths:

"Oh dear, what a pity" - Treguard.

If you listen to it you might just think he's thinking: "How thick are you, then, this room's far too easy!" Well, series 4 was a lot easier than others.

Series 2, Lillith's lair, with poor old Akash:

"So crumble ledge, and Akash too!" - Lillith.

"Aw my Gawd" - Advisor.

"OOOH nasty!" - Treguard.

This provided me with lots of entertainment. Still, you must feel sorry for the dude.

Thanks very much for all that, Dave. ☺ - Jake.

CORRESPONDENCE

My sincere thanks go to Steven Webberley for sending me so many good ideas for TES in the summer. Here are some of the things he said about Nightmare.

Dear Eye Shield.

I am a fan of Nightmare and I have many fond memories of the programme. What other programme has Pickle jumping into the quest, Lord Fear putting his hand into the quest, Treguard and his famous “ooh, nasty” catchphrase, Smirkenorff, the Corridor of Blades, the Brollachan, Motley... I could go on. I agree that series 3 was the best series, though all of them were good. Series 8 was a funny series - the technology including the very green level one brought the show forward, though having two quests where level two was skipped was not a very good idea. Series 8 also had one of the best teams of Nightmare - Daniel's team, and one of the worst - Richard's. Bhal-Shebah's chillingly creepy but dry voice and his infamous quotation was one of the most definitive scenes in Nightmare - probably my favourite Nightmare death - I didn't think much of the team.

Thanks for getting in touch and sharing your views. You share some of my favourite Nightmare memories as well. I agree with all of your comments about series 8, but it still remains my least favourite series overall.

REMEMBER THIS?

Series 1/2/3. Level 1.

THE MONSTER'S MAW

Four dungeoneers in the first three series were unlucky enough to experience as one of their level one challenges being dumped into a giant red stomach of a creature, boasting heaving red walls and digestive noises. In series 1, Danny and Richard ended up in the stomach by walking through a stone archway shaped like a serpent's mouth, as did Ross in series 3, while Tony from series 2 entered via a wellway. Once the dungeoneer was inside the stomach, Treguard informed the team that they would be digested by the monster unless they could find a way out of its body. You can imagine the enormous potential for giggling that this situation presented. (*"There's only one way out of here; well, two actually, but we won't go into that."* - **Treguard**.)

The fact was, however, that the dungeoneer had to cause the monster to burp in order to escape. Danny achieved this by dropping a bag of salt, while Richard rubbed soap onto the floor, which caused them to be belched into the Corridor of the Catacombs. A similar effect was realised for Tony as his team cast a spell called DOWN that Gretel had given them. Of course, if Tony really did go down instead of up before he escaped then it is perhaps best not to dwell on his experiences. It was back to the tried and tested for series 3, though, when Ross found himself trapped in the monster's gut. Although this team were somewhat slow on the uptake - not just during this challenge, I might add - Ross managed to give rise to a burp by throwing an egg onto the floor. This challenge never presented much of an obstacle to teams, as they all managed to escape quite easily, but its very unusualness and vulgarity marks it as a memorable room. This was not the only place to find burps on Nightmare, of course: during his series 1 encounter with Danny, Granitas burped three times. He pardoned himself afterwards, though. Anyway...

Difficulty: 3 Quite easy with the right object or spell.

Killer Instinct: 1 Never really a death-threat.

Gore Factor: 2 We can only speculate, but it can't be pretty.

Fairness: 9 Vulgar maybe, but not a major obstacle.

ADVENTURE TIME

The victory of Beth and friends has reduced the Dungeon's lead to 5-2. Now Sam and co. are in the Dungeon, being chased by the Automatum.

The Automatum comes clanking into the chamber. Sam's advisors direct her towards the door. She holds the key up and the doorway clears, allowing her to exit. She emerges into another cave with a single exit. As she walks towards it, the Automatum steps from the door and advances towards her. The advisors see that he wears a visor with slits in it.

"Extreme warning, team," says Treguard. "Defeat this threat now or you perish."

"Jam the spanner into his visor!" cries an advisor.

She directs Sam into levelling the spanner with the Automatum's head. Sam thrusts the spanner into one of the visor slits. Sure enough, the robot stops working and topples to the floor. Sam is directed out, into a room that is dominated by a large metal door. All of a sudden, Mogdred appears in front of it.

"You should have turned back when I warned you to, Sam" Mogdred sneers. "You have reached the end of the level and here is the Descender, but, as I said, my magic has rendered it totally useless. Your only hope to reach level three now is to pledge yourself to me, and come as my servant. Well, will you pledge yourself to me?"

"A decision, team, and one you must take," remarks Treguard.

"No!" says Sam emphatically.

"Very well" Mogdred thunders. "Then stay here in level two forever." He disappears to peals of echoing laughter. The team are not daunted by his words, however, and decide to cast the spell they got from Merlin.

"Spellcasting:" says the spellcaster. "R-E-S-T-O-R-E."

The door creaks open to reveal the Descender, in perfect working condition.

"Well done, team" Treguard commends them. "You have not been fooled by Mogdred's trickery and have found your way to level three. But don't wait around!"

Sam is taken into the Descender. On the floor is a scroll. Sam picks it up and reads it.

"Eight down, call halt" she says.

The Descender clanks into action. Unfortunately, the team do not think to count the levels. When about ten have gone by, one of the advisors suddenly realises their mistake.

"Oh God, Sam, call halt!" she cries.

Sam does so, and the Descender stops in front of a door with a frightknight logo above it. It creaks open, and the advisors direct Sam out. She emerges into a long corridor with darkness enveloping the depths. From this darkness a spear comes flying and impales Sam through her midriff. The advisors watch in horror as their dungeoneer topples to the ground in a pool of blood. The Dungeon bell sounds once again.

"Ooh, nasty" says Treguard. "Well, team, I'm afraid that if you can't read instructions then you can't read the writing on the wall. Spellcasting: D-I-S-M-I-S-S."

The next dungeoneer is called Jack. His quest begins in the Dungeon kitchen. A bottle of pills is on the table. Jack is directed to the table, and he picks up the pills.

"Oi, put that down, you little thief!" cries Mildread as she rushes into the room. "Those are mine."

"I'm sorry," says Jack, handing them to her. "I wasn't going to take them."

"A likely story!" scoffs Mildread. "I know what you dungeoneers are like, always picking up things that don't belong to you. What's your name, anyway?"

"Jack."

"I think you're nothing more than a common thief, Jack" Mildread spits. "And if you want my help to escape this level then you must prove otherwise. Listen carefully. These pills are one half of a spell I have in mind. The other half is a sprig of gravewort, which is a herb that grows widely on level one. If, when we meet again, you have found me some gravewort, I will help you in your quest. If not, I shall still believe that you're a common thief. And it is my belief that thieves should be punished severely. Do you understand what I'm saying, Jack?"

"I do," says Jack.

"Well then, get going!"

Jack's advisors direct him out, into the level one clue room. On the table are a talisman, a ruby and a green leaf. Before the team can consider these properly, the face of Phelheim appears on the far wall.

"Touch nothing yet, dungeoneer" Phelheim orders. "For I am Phelheim, and none may pass until they have faced me. I have three questions, and here is my first. A knight errant will often follow a maid. But name me the maid who follows night."

"Dawn" Jack replies.

"Truth accepted," says Phelheim. "Here is my second. The apple of your eye is that which you admire. But what is the flower of your eye?"

"Iris" is the team's answer.

"Truth accepted," says Phelheim again. "Here is my third. If Adam was the first man and Eve was the first woman, who was the first murderer?"

"Abel" comes the reply.

"Falsehood!" thunders Phelheim. "Cain was the truth I sought. Two is the score. Your quest is for the Shield, but it will not defend you. The talisman is possessed of the spell *blink*. The first step is the bark."

Phelheim disappears. Jack picks up the talisman and the leaf, assuming that it is a sprig of gravewort, and is directed out.

After negotiating the dangers of Fireball Alley, Jack finds himself in a room with a single door. Blocking it is Fatilla, the Barbarian guard.

"Ah, a dunger-person" Fatilla leers, shambling forwards. "Well, this time there's no escape for you, adventurer. I've got my orders straight in my head: *just clonk it on the head, you oaf, and don't delay* they is, so that's exactly what I'm going to do."

He shuffles forwards with his club raised.

"Come on, team, action!" Treguard urges them.

"Spellcasting:" says the spellcaster. "B-L-I-N-K."

In the blink of an eye, Jack is whisked over Fatilla's head. The guard turns round just in time to see Jack walking out of the chamber.

"Hey, that's not fair" Fatilla grumbles to himself.

Jack is in Mildread's chamber. The witch is standing by her cauldron, mumbling the words to a spell. When she sees Jack, she goes straight over to him.

"Well, boy, did you get the gravewort?" Mildread slurps at him.

"If this is it," says Jack, holding out the plant.

"Yes, this is it," says Mildread gleefully, wandering back to her cauldron and putting the gravewort in it. "Now I believe that you're not a thief. And to prove it, I will tell you that the password for this level is *cauldron*. Watch out for the Automatum; he's guarding the well today. The second step is the mew."

Great clouds of smoke suddenly start to pour from Mildread's cauldron and the witch begins to cough uncontrollably. Not wishing to share this discomfort, Jack makes a hasty exit. He finds himself in the blocker's chamber. The wall grates forwards and forms a large face.

"Password!" it demands.

"Cauldron" replies Jack.

The blocker shoots off, leaving the exit clear. The advisors direct Jack out, into the wellway room. As Jack makes for the well, the Automatum clanks into the room behind him. His advisors urge him to hurry up, which he does. Jack plunges down the well, and into level two.

What challenges await Jack on level two? Read the next Adventure Time to find out.

PUZZLE PAGE 1

Famous Last Words II

As in issue 10, you here need to name the characters that spoke the following sentences as their last words in Knightmare. For extra credit, name the series, episode and dungeoneer as well.

1. "What? Me? Surrender? You must be absolutely out of your tiny mind!"
2. "That's for you, dear, and must for me, for I must go!"
3. "But I don't know any verbs, yer worship."
4. "Just the job; on you come, come on. But just you watch that mouth in future!"
5. "The real one, Lordness, is the one on..."
6. "You may not be an assassin, but that little fellow over there certainly is. And I think you should get a move on; he's following you. Go on, that way!"
7. "Tell me things, talk to me, I have so much to learn."
8. "I'll give you a password. It's called *defender*, for what use it is. Off you go."
9. "So you never give up, ever?"
10. "Bye-bye, Julie. Now, all I am wanting is to light this."
11. "Well you smell absolutely dreadful, so what I'm going to do is I'm going to rescue you, alright Kelly dear heart? Come on, Kelly."
12. "My delight lies on the dark side, so I stoop to extinguish your flame. *Darias-civa*, an end to the quest!"

CARRY ON KNIGHTMARE

PART 2: SERIES 4-6. (1990-1992)

So you've decided to read on? I just hope you've brought your reading glasses if you should need them. But then again the only way *is* onward; there is no turning back. A lot of things have changed since the inception of Nightmare, now in its fourth year. It is above all the talk of the playground, the *raison d'être* in the streets where many a bucket is donned upon many a young innocent head, whose owner then walks straight into a lamppost. As well as a loyal fan base and ever increasing audience, there are many changes within the series as a whole. Gone are the totally enclosed dungeon environments and ushered in are a variety of castles, forests and a rather nice status bar indicating vital statistics about the quest. As we shall soon discover, Treguard is no longer one man alone but instead part of a double act, which was perfected during these three seasons before a certain little Madam, or indeed Miss, came along. So temporal disruption is over: let the second part of this guide begin!

Series 4: 1990.

Treguard welcomes us as always and then introduces Pickle, his assistant, an over-excitable, fairly intelligent and good-natured sprite, whose longings for involvement and willingness to please will be prevalent within the next three years. His finest moments this season are his gift of a banana to Helen and his actual inclusion directly within a quest with Simon involving a rather thick guard named Fatilla. Full marks to Tim Child for originality here, but naming aside, the character was very much a comic relief with needing bribery to temporarily forget his allegiances. Which brings me onto an interesting point in that now the Nightmare characters were either classified as being good (The Powers that Be) or inversely bad in the Motley crew (Motley not included) best known as the Opposition. Gone in this series also were many favorites of old and thus it was a new era in many ways. However, it was in this series that the whole thing became a very jovial affair with Brother Mace showing the dangers of drinking and the lisping Gundrada being a firm favourite. The threat of Mogdred/Malice was also particularly dark but getting to level three remained an achievement in itself. Things were not fully changed but were halfway through at least... *(I think Robin agrees with the opinion stated by Paul McIntosh in a previous issue of TES that series 4 represented a period of transition - Jake.)*

Series 5: 1991.

The changeover is now complete and alignments are now clearly classified between the aforementioned camps. Gone are Merlin and Mogdred and in their place Hordriss takes center-stage for the Powers that Be and Lord Fear becomes evident as the new leader of the Opposition. There were also a few characters who were neutral in their approach but swayed one way or the other thus hindering or helping a quest as they wished. Smirkenorff debuted here as well, albeit in a non-interactive way. Alongside the witty comments of Lord Fear came the far dirtier repartee of a certain Sylvester Hands whose catchphrase "*'Ands like feet...*" was set to run and run... Also of note is Sir Hugh de Witless. Although he was played convincingly by Mark Knight, he was a preposterous character in my opinion who just got on my nerves. Far more successful in tickling my funny bone was the character of Julius Scaramonger, whose attempts to sell anything were of particular delight. Level three was still very much a dark place but, as a consequence of Winteria's inclusion, far colder and more blue than the mass of purple so prevalent in Series 4. Winteria was prevalent this series, ruled by the ice-sorceress Aesandre, a.k.a. Icy Knickers to closer friends and allies.

Series 6: 1992.

The official Knightmare fanzine was now going strong (and it's great to know there is just as great a fanzine to contribute to ten years on... [*Stop, you're embarrassing me!* - **Jake**]) and giving an extra slice of Knightmare when the long waiting began. There was also a Knightmare board game and a new computer game to keep us interested. Neither were particularly humorous sadly, but were focused instead on adventuring in the older Knightmare style. In series 6 itself, Lord Fear personally got involved in final stages of quest completion now which brought with it the immortal *groveling* line for Ben's winning team this season. There were not many changes to the Opposition, although a team of witches came into the show, namely Greystagg, Heggaty and their *sisters* in Witch Haven, who remained on the neutral side. However, for the Powers that Be we gained the enjoyable Ah Wok, the not so enjoyable Ridolfo and the brilliant Sidriss whose brain cells seemed to diminish with each passing episode. Sidriss became the love interest for Motley - who else? - and she continued to make us laugh three seasons on. Hordriss, the claimed father of Sidriss, also became wonderfully pompous and remained to grow in status too. Smirkenorff was given a voice too and a good job they made of his character as well! (*True, but there are certain similarities to Hordriss, wouldn't you say?* - **Jake**.)

Speaking of giving people a voice, it's now the time where mine must once more cease. Next time we look at the final two years of Nightmare. Thanks again for reading and have a good Christmas.

Thanks for writing, Robin, and I hope you have a good Christmas as well. Readers, return for the final part of this article in January 2003.

REMEMBER HER?

Series 5/6. Level 1/2/3.

ELITA

Stephanie Hesp took the part of this obnoxious and brattish cavern elf, whose appearances in the Dungeon saw her being exceedingly rude to dungeoneers and characters alike. This seems to disprove Treguard's remarks from series 3 about elves being very keen on courtesy, but never mind. Dungeoneers that met Elita had to put up with her foul mouth whilst convincing the diminutive elf to part with whatever useful information she had about the level, which could include passwords, causeway combinations and sometimes spells. Elita was the keeper of Smirkenorff the dragon in series 5 and 6, and could be found collecting his fare in series 5, as he was unable to negotiate his own wages until he got a voice in series 6.

Elita's first appearance was with Smirkenorff, as dungeoneer Sarah was about to ride him to level two. It became clear straight away that she was a rude and difficult character, as it took some careful but forceful persuasion to get her to accept a bag of silver as payment. Pickle - also an elf, of course - expressed his strong negative views about Elita for the first time here, which he repeated at almost all of her subsequent appearances. (*"She's a rude little monster; no kin of mine that I'll ever own to"* - **Pickle**.) Like all elves, Elita hated people knowing her name. For all her rudeness, however, Elita usually played the game fairly, keeping her side of the bargains she made. There is one exception to this: Elita's second appearance, again with Sarah, but in level three this time. Sarah and team tried Elita's patience to excess deciding whether or not to give her their red gem for her ritual. When they eventually did hand it over, Elita took it and ran.

After that, however, she kept her word, even in the case of releasing Motley from the stocks in exchange for a green stone from the next dungeoneer, winner Ben I. Only one dungeoneer ever answered back to Elita's rudeness: Sofia in series 6, at the end of level one. (*"Well done Sofia, it's no less than Elita deserves!"* - **Pickle**.) It was Elita who had the last laugh, however, as she and Sofia met again in level three, where Sofia was forced to apologise for being rude to Elita so that the elf would save her from Skarkill and his goblins. So Elita never got her comeuppance, but at least she was often fun to watch.

Fear Factor: 6 Small but intimidating.

Killer Instinct: 2 Doomed Sarah with her trickery.

Humour Rating: 5 Always laughed at others, but never with them.

Oscar Standard: 9 Delightfully brusque and rude.

CLASSIC QUEST

Series 4

Quest: The Sword of Freedom.

Dungeoneer: Simon Haynes. (Simon III.)

Advisors: Andrew, Richard and Andrew.

Home town: Swansea.

Team score: 3 out of 10.

The funniest death ever was experienced by poor bumbling Simon III from series 4, as you're about to find out. Here's an interesting trivia point: this team were the only ones after series 3 that came from anywhere in the U.K. outside England.

Level One: A shaky start on the Spindizzy sets Simon on the road towards the Sword. The team manage to pass the first door monster by answering only one out of three questions correctly, which is the lowest score this series. In the following chamber, Malice has disguised herself as an old cleaning-woman. She tasks Simon with finding an old leather-bound book for her, in return for which she promises a magical reward, as well as, of course, giving him the Eye Shield. In a forest clearing, Simon meets Fatilla. As the guard is about to clonk him on the head, Pickle - of all people - rushes in and saves the day. He tells Fatilla that Simon is a military forager, scouting ahead of a vast army. As the guard is not too keen to face a hungry and angry horde of warriors, he agrees to help Simon find food for his friends that are supposedly following close behind him.

Treguard scolds Pickle harshly for interfering before demanding that the elf return. In the next clearing, which is Oakley's, Fatilla works out that he has been tricked and starts threatening Simon again, but Oakley appears and scares him away. This team do not have to answer any questions - perhaps due to their dismal performance earlier - and Simon has to persuade Oakley that his intentions in the forest are just and honourable. Once the tree troll is satisfied, Simon is able to collect a horn and an hourglass before progressing to the Castle of Doom. Here, the horn is blown to scare off two goblins, before Simon reaches the wellway. A monstrous giant lizard guards the well, but Simon turns the glass and freezes the marauding reptile for long enough for the advisors to direct him down the well, and into level two.

Level Two: Simon has the unique privilege of rescuing Gundrada from the stocks as his first task. She tells him that the warlock who imprisoned her also took her sword away, and Simon agrees to try and help her get it back. The doughty duo meet Hordriss in the next room, and he has a large collection of lost and confiscated swords, one of which is Gundrada's mighty blade. While Gundrada slinks around behind Hordriss so he doesn't see her, Simon asks the warlock to return the sword. Hordriss wants to know which particular sword he wants, and asks for its name. Gundrada uses her finger to spell out S-L-A-S-H in the air, and Pickle helps the advisors read it. Hordriss returns the sword once Simon has named it, and Gundrada guides him onto the conveyer belt which serves as the exit from this room. It turns out to be the Corridor of Blades, but Gundrada ensures Simon's safety, uttering one of my favourite quotes of all time as she does so: (*"I don't fancy getting cut in half; I'd rather do that to other people myself!" - Gundrada.*)

When they reach the end of the Corridor, a goblin horn sounds. Gundrada turns back to face the critters, leaving Simon to make his escape. He next meets Brother Mace, who invites him to play a very complicated card game. Mace tells Simon that his pack of cards has a total of fifty-three playing cards, and asks him to explain this. After much coaxing, the team manage to tell Brother Mace that there is a Joker in the pack. The monk gives the Joker to Simon, to use against Ariadne later. But he doesn't get the chance. The next room is the Block and Tackle. A large hole appears directly on Simon's left, and the Andrew in the red shirt takes charge. Unfortunately, as some watchers may have noticed during the quest, he has trouble distinguishing between left and right. This means, of course, that, in a panic, he tells Simon to side-step the wrong way. With literally nothing between him and the hole, the unsuspecting Simon topples to his doom. Although they are clearly upset by this, the team cannot help joining Treguard and Pickle in laughing at the clumsy event. (*"You were never very good at manoeuvring, were you?" - Treguard.*)

Summary: A bumbled quest with a suitably bumbled end, but what a laugh!

CREATURE FEATURE

Series 2. Level 1/2.

CAVERNWRAITHS

These were ghosts that looked like white sheets, which can be found in many children's programmes or stories. The transparent cavernwraiths used to haunt some chambers in series 2, emitting a ghostly noise. The danger they presented to dungeoneers was a threat to life force - like skull ghosts - as, because they were dead, they wanted to feed off the living for sustenance. (*"Contact with this cold one will cost you dearly in life force."* - **Treguard**.) Sometimes, the dungeoneer would merely have to complete the chamber while avoiding the ghost, as in the case of Karen on the Mills of Doom and Julian in the room usually inhabited by Cedric. On occasion, though, escape was more complicated. When Neil met a wraith in the level one wellway room, he had to hold up a dagger from the clue room to get rid of it, as it was hovering over the well and blocking the way down to level two. (*"The dagger may be used, but not against flesh."* - **Granitas**.)

In the level two clue room, Steven and friends discovered a wraith and had to get rid of it with an AVAUNT spell that Cedric had given them. On one occasion, a cavernwraith actually spoke to a dungeoneer. In the level two clue room again, Jamie was asked by a reedy female voice to turn over the talisman that held the wraith prisoner. This he did, and the wraith awarded him the spell FREE. This does not mean that wraiths were friendly creatures, though, as the very first wraith to appear on Nightmare brought an end to the quest. When the second dungeoneer, Claire, entered - surprise, surprise - the level two clue room, a wraith was there waiting for her. She was supposed to have a spell from Cedric to use against it, but she didn't. The wraith moved ominously towards Claire and killed her off. (*"Claire appears to have come to rather a ghoulish end!"* - **Treguard**.) So, despite their somewhat stereotypical ghostly appearance, I like wraiths as Nightmare creatures and find them to be a genuine threat, fitting nicely into the dark and ominous atmosphere of the second series.

Fear Factor: 8 Always eerily peaceful.

Killer Instinct: 7 Killed one, always on the lookout for more.

Humanity: 6 I suppose they were human at one point.

Gore Factor: 1 I kinda like them, actually.

I THINK I READ SOMEWHERE

If you completed level one last time, you have earned the right to attempt level two. So get questing! All the usual rules of the Dungeon apply. Remember that all spells may only be used once.

44

You find yourself in a dark cavern with two exits. Before you have time to get your bearings, an image of Mogdred appears in front of you.

“Quail, intruder” says Mogdred to you. “Look upon Mogdred and quail. If you take this path, you will pass through my chambers. Once you are locked in my hold, you will never find the way out. I suggest that you give up now, while you still can.”

If you decide to do this, go to **51**.

If you want to ignore Mogdred’s threats, go to **76**.

45

You find yourself in the level two clue room. On the table are a key, a talisman and a bar of silver. Decide which two of these you wish to take, then go to **69**.

46

You are in the Great Corridor of the Catacombs. All four doors are barred by portcullises, but one has the symbol of a talisman in front of it.

If you took the talisman from the clue room, go to **63**.

If you do not have the talisman, go to **52**.

47

“Oh, that’s excellent” smiles Hordriss. “If you find the gem, you may call me to collect it. Just shout my name and I will appear. Good luck.”

Note the codeword MEDAL and then go to **58**.

48

You are in another stone cavern. The only exit is blocked by the huge skeletal figure of a catacombite, a large and fearsome creature sculpted together from old bones of dead warriors. There is no way past those snapping jaws without magic.

If you have a spell to use, go to **57**.

If you have no spell, go to **70**.

49

You hold the key up before you as you approach the door. The keyhole clears and you leave the chamber. You emerge into a very small room with a single exit. On the wall beside it is a spider’s web, encasing a green gem. Touching those sticky threads would mean that you were trapped forever. If you want to release the gem, your only hope is to use magic.

If you have the spell FREE and want to use it to free the gem, go to **54**.

If you do not have this spell, or do not want to use it, delete any codewords you may have and go to **48**.

50

You have reached Merlin's study. The old wizard is standing at his workbench, mixing some potions. You go up and announce your presence. Merlin turns to face you. After studying you closely for a moment, he sets a riddle for you:

"Cold as death, and slow heart-beat. Hunger dies in winter's sleep. What is it?"
Think carefully about your answer, then go to **74**.

51

Fair enough. Your adventure ends here.

52

You are trapped in the Corridor of the Catacombs forever. Your adventure ends here.

53

"All right, then" says Elita. "It's a deal. When you find the gem, call my name and I will come to you. Just don't take forever, okay face-ache? Off you go."
Note the codeword CAVERN and then go to **46**.

54

The web clears and you pick up the gem.
If you have the codeword MEDAL, go to **68**.
If you have the codeword CAVERN, go to **55**.
If you have neither codeword, note the gem as one of your possessions and go to **48**.

55

Do not yet delete the codeword. You call Elita's name loudly. The elf arrives and gratefully accepts the green gem that you hand to her.

"Thank you, young adventurer" Elita says. "In return, I gift you the spell FILLET. Also, you may need my help once again at the end of the level. If you do, you may call me one more time."

You thank Elita and go to **48**.

56

There is no way past the wall without Joshua's horn. Your adventure ends here.

57

Which spell will you use?

FREEZER. Go to **59**.

FILLET. Go to **61**.

FREE. Go to **64**.

If you have none of these spells, you must go to **70**.

58

You emerge into a room that is blocked by a high wall with the inscription *Jericho District 8* on it. There is no way for you to climb across.

If you took the horn from the clue room, go to **65**.

If you did not take the horn, go to **56**.

59

When you cast the spell, the catacombite stops moving. You can now duck under its

massive jaws and reach the exit. Go to **64**.

60

“Well done” Merlin commends you. “It’s always encouraging to find intelligence in today’s youth. As a reward, I gift you the spell FREE. Use it wisely.”
You thank Merlin and go to **67**.

61

When you cast the spell, the bones that form the catacombite disintegrate into rubble. You pick your way through them to the exit. Go to **64**.

62

You find yourself in the level two clue room. On the table are a key, a horn and a bar of silver. Decide which two of these you wish to take, then go to **72**.

63

You hold the talisman up before you as you approach the door. Sure enough, the portcullis grates upwards and leaves the exit clear. Go to **50**.

64

You find yourself in the minecart chamber. The cart waits at the entrance to the mine, ready to take you down to level three. But you will need someone to push the cart if you are to get started.

If you have the codeword MEDAL, delete it and go to **66**.

If you have the codeword CAVERN, delete it and go to **73**.

If you have learned neither codeword, or have learned one but then had to delete it, there is no one to give you a push. Your adventure ends here.

65

You blow Joshua’s horn and the wall comes crashing down. Beyond the rubble there is a high archway, through which you exit. Go to **50**.

66

You call Hordriss once again. He enters the chamber and helps you to sit in the cart. He then gives it a hefty shove, and you’re on your way to level three. Go to **71**.

67

You emerge into a room with one single open door. Before you can make for it, Mogdred appears in front of you.

“I warned you that you would have to enter my chambers” Mogdred sneers at you. “And now that you’re here, I insist that you stay. Forever!”

As Mogdred disappears to peals of echoing laughter, a large gold keyhole appears in the doorway. Mogdred warned you earlier that you would be locked in his clutches. I hope you had the sense to listen to him.

If you have a key, go to **49**.

If not, go to **75**.

68

Do not yet delete the codeword. You call Hordriss’s name loudly. The mage arrives

and gratefully accepts the green gem that you hand to him.

“Thank you, young adventurer” Hordriss says. “In return, I gift you the spell FREEZER. Also, you may need my help once again at the end of the level. If you do, you may call me one more time.”

You thank Hordriss and go to **48**.

69

In the next chamber, you are approached by Elita, the cavern elf. Once she has finished being rude to you, you ask her if she can help you. Elita tells you that her powers are weak at the moment, and she is very annoyed about it because she wants to get to level one to check on Smirkenorff.

“But I can’t go anywhere without a power boost” Elita moans at you. “That means finding an arken stone. That’s a green gem to you, face-ache. Look here, if you find me one on your journey through the level, I might think about helping you. What do you say?”

If you agree to this, go to **53**.

If you decline the offer and continue on your way, go to **46**.

70

With no way past the monster, you are doomed to either starve in this chamber or be eaten as you try to leave. Either way, your adventure ends here.

71

Congratulations on surviving level two! You are now on your way to level three, but you’ll have to wait until the next issue to find out what challenges await you there.

72

You are in Hordriss’s study. The mage is sitting in his chair, fiddling with his medallion. You go up and introduce yourself. Hordriss is in no mood to talk, however, as he tells you that he has misplaced a spell ingredient.

“It is a green gem,” Hordriss says. “I know it’s on the level somewhere but I simply can’t find it. Look here, adventurer. You’re travelling through the level, aren’t you? Will you agree to keep your eyes open for it?”

If you say that you will, go to **47**.

If you refuse and continue on your way, go to **58**.

73

You call Elita once again. She enters the chamber and helps you to sit in the cart. She then gives it a hefty shove, and you’re on your way to level three. Go to **71**.

74

The correct answer was *hibernation*.

If you answered correctly, go to **60**.

If you answered incorrectly, Merlin loses interest in you and returns to his work. Go to **67**.

75

Without the means to escape, you are trapped in Mogdred’s lair forever. Your adventure ends here.

76

One of the exits from this chamber has the symbol of a Cup above it, the other a Crown. These are signposts for your quest objects.

If your quest is for the Cup, go to **62**.

If your quest is for the Crown, go to **45**.

PUZZLE PAGE 2

First Words II

As in issue 10, you here need to name the characters that spoke the following sentences as their first words in Knightmare. For extra credit, name the series, episode and dungeoneer as well.

1. "Dear oh dear, what a splitting headache! Now, who on Earth or under it is responsible for disturbing me?"
2. "As well as may be. It is unseasonably warm for this time of Dungeon. What wish you, my lord?"
3. "Stay right where you are! I mean it. These are strange times, I don't mind telling you."
4. "Begone! No master, but a mistress rules here."
5. "Pleasure, Master, pleasure. Mirror, mirror on the wall, show the first brave stupid fool."
6. "Ah, what have we here? A traveller on one of life's a-journeys, no? Hey, what's a-your name, huh?"
7. "No. No, it isn't working. And it just isn't fair because I've done everything it says in the book, and it always works for everyone else."
8. "But it be inhuman, y'ludship."
9. "Wait up a minute there, I said wait up! Apart from anything else it's silly to go wandering along when you can't see where you're going."
10. "We need access to the Amber Forest, that I concede. Yet I am not wholly convinced by your arguments, my lord."
11. "Your refusal to accept equal status with ourselves in the mire-world is irksome, Lord Fear."
12. "No, I won't play, Folly. It's a silly game anyway!"

A LAST RESORT

It is time at last for the eighth and final chapter of the mammoth story penned by Newark's Carl Bateson. Can Matt, James and John defy Aesandre and save the Dungeon?

Aesandre laughed maliciously; she had something nasty in store for the boys. Suddenly she waved her hand, and all three of them were armed with a sword and shield. She disappeared, and then reappeared between two statues, in a small box about five metres above the ground. The three looked at each other with blank faces as she clapped her hands. Almost instantly, the bones around them began to rattle. James approached one as it edged away from him. Suddenly one of the bones flew across the room and stopped at a point. Others began to join it. James was confused as he approached the bones; they were forming two skeletons, one slimy, the other quite gnarled, as if it had been gnawed by some animal. James backed away with terror, just as the skulls jumped, joining the rest of the bones, making the skeletons complete. Aesandre clapped her hands for the second time as a sword appeared in the hands of the slimy skeleton, and an axe in the hands of the gnawed one. The team began to fear the worst.

"Fight!" Aesandre commanded.

The skeletons jumped to life and advanced on the scared three, who were slowly retreating.

"What?" shouted James. "We don't want to fight!"

"You don't want to fight?" Aesandre laughed. "Okay then - perform for my entertainment. Oh, and you don't have to worry about working hard, just run around and let the skeletons slaughter you. It's all good stuff to me!"

"I don't believe we are performing for her. We can't even win" John protested.

"We need that Idol" James stated.

"Yes, we've known that since we met Hordriss. Anything new?" John moaned.

"No, I mean if we touch it, it should be enough, as Hordriss told us."

"Yes, but first we have to get by the bony dudes, then Aesandre - I'd say the odds are against us."

Suddenly, lightning - again from Aesandre's outstretched hand - hit the floor to the side of Matt, smashing the brick.

"You cowards!" she screeched. "Entertain me or you will meet a horrible

death!"

More lightning hit the ground in front of them, sending chips of stone into John's leg. James had hit the wall; they could not retreat much further. Both skeletons held their weapons aloft as they closed in. The boys were in trouble.

Suddenly the gnawed skeleton brought his axe down, narrowly missing Matt. Matt returned fire with a weak hit on its ribs with the flat side of his blade. The slimy skeleton sliced through the air, as James ducked. He yelped in pain as the top of his ear was sent cruising across the chamber. Blood ran freely down the remains of his ear. He rolled over as Aesandre laughed at him. James swung with rage at his skeletal foe. His blow sliced through one of its ribs, not having any effect on its mood. Matt let a blow fly as his blade sliced through the gnawed skeleton's shoulder, cutting off its left arm. He had a feeling of satisfaction for a brief second, but then the skeleton turned on Matt and took off his sword-arm wrist with one clean blow. James and John watched helplessly as the slimy skeleton put an end to the poor guy's life. The warrior's sword ran straight through Matt's heart, leaving him on his knees, screaming with agony. Blood poured from his mouth as he fell, lifeless, to the floor, horribly mutilated by the slimy skeleton's greedy sword.

John turned, swinging his sword. He had hit something. The gnawed skeleton fell to the floor as his leg fell from beneath him. The piles of bones fell apart. That one was for Matt. John turned to find the slimy skeleton towering above him, with his sword falling down on him. John held both his sword and his shield aloft as the blow snapped his sword and fell cleanly through his shield, causing a large wound. James was in combat with the remaining skeleton. He was desperately fending off blows and retreating. Then he hit the wall. The skeleton struck out with his sword, separating the whole of James's upper body half. The two halves peeled away from each other and collapsed in a pool of blood. The sword of the slimy skeleton had the blood of two out of three of his opponents on it. He wanted it to contain that of the third.

John stumbled towards the Idol as he heard a crackling noise. He turned to find the void had caught up with them. It had engulfed the back wall, and was slowly advancing on him. Suddenly he heard a laugh as a bolt of lightning from Aesandre's outstretched hand struck his right shoulder. He bit his teeth violently as he smelt burning flesh and the agony was upon him. He turned to look at the void. It had swallowed the gnawed

skeleton's remains, and Aesandre was desperately trying to stop it. He saw the slimy skeleton running after him. John panicked and stumbled under the pain as he approached the Idol. He winced as he felt cold steel dig into his back. He looked down to see the skeleton's sword dig its way out of his midriff in an explosion of free-flowing blood. John fell flat onto the ground as he felt blood filling up into his mouth. He had to do it. He must. He felt himself drifting out of reality. He stretched his arm out. He could not reach it. He inched closer, as he felt a slight tugging on his feet. He turned - the void. He used his last bit of energy as he stretched and touched the Idol. He had done it. His head dropped under the pain, as he lay there, and died.

"Enter, stranger" Treguard demanded.

A new challenger appeared at the door.

"What is your name?" asked the Dungeon Master.

"Kate Burton."

"Very well, Kate" Treguard spoke, looking at Pickle. "You have advisors? Well, call them in!"

Kate looked at the three empty seats as she called their names out clearly.

"Matt, John, James!"

The three of them appeared and looked up at Kate, their clipboards and pencils at the ready. Kate embarked on her quest, as the whole room remained unaware of what had happened for them to be able to reach this point. But not entirely. Pickle had one of those feelings. It was a strange, Elvish feeling, which told him that this team was destined to do well.

There you are, readers; *that's* how you have a gory death scene involving your main characters without actually killing them off. Thanks for the story, Carl; it's been a cracking read!

POETRY CORNER

The final quest of series 1 would have been allowed to win if they had only remembered not to take weapons. Still, it was by far the best performance in this somewhat disjointed guinea-pig series.

From Yorkshire's vales these lads did come,
To prove that they were not so dumb.
To bridge the pit a grille was best,
The Grail is still the truest quest.
And then came three answered truths,
Then Lillith's causeway blew a fuse.
The monster's stomach could not cope
With the ingestion of bubbly soap.
Folly's WELL spell served them fine,
The catacombite did wail and whine.
Further on Cedric got in the way,
But Folly came to save the day.
His insults soon made Cedric weep,
The monk became a quivering heap!
Past the spearpoints' gleaming tips,
It's time for one of Casper's trips.
The destination: Merlin's place,
The wizard's riddles then to face.
A wellway trip, the first to get
To level three, so place your bet.
Can Richard now be the first winner?
Not if wights have him for dinner.
On past the Gargoyle's saddened face,
To the final testing place.
A barrier wall rose high and wide,
With no way to the other side.
Alas, they failed without the horn,
But they did well, so do not scorn.

PUZZLE ANSWERS

Challenge question: The path of defence over aggression; rock, scissors and paper; fire, earth and water; and the colour code: red, blue, green and grey.

Famous Last Words II:

1. Lord Fear. Series 8, Episode 10. Oliver.
2. Mildread. 2, 16. Karen.
3. Sylvester Hands. 8, 7. Rebecca.
4. Gumboil. 2, 15. Steven.
5. Lissard. 8, 10. Oliver.
6. Mellisandre. 4, 16. Giles.
7. Brollachan. 7, 15. Barry.
8. Cedric. 2, 15. Steven.
9. Majida. 8, 10. Oliver.
10. Olaf. 3, 12. Julie I.
11. Sir Hugh. 5, 16. Kelly II.
12. Morghanna. 3, 15. Martin II.

First Words II:

1. Merlin. Series 1, Episode 3. Simon I.
2. Aesandre. 5, 8. Ben I.
3. Romahna. 7, 1. Simon IV.
4. Lillith. 1, 1. David.
5. Pickle. 4, 1. Helen II.
6. Ridolfo. 6, 1. Matt.
7. Sidriss. 6, 2. Matt.
8. Raptor. 7, 1. Simon IV.
9. Brother Mace. 4, 2. Helen II.
10. Greystagg. 6, 2. Matt.
11. Maldame. 8, 2. Daniel II.
12. Gretel. 2, 1. Martin I.

NEXT ISSUE

In January 2003, you will be able to read The Eye Shield issue 19. There's a puzzle from Laurie Marks that will keep you guessing. Attempt level three of my quest in *I Think I Read Somewhere*. Elita's in trouble in *Adventure Time*; will Jack help her out? There's a groundbreaking performance in *Classic Quest*. Robin Barlow submits his evaluation of the humour in series 7 and 8. And, of course, there'll be all the other favourites, but I don't know what's going to be in them because I haven't written them yet! Ah, confession is so good for the soul. Anyway, have a merry Christmas and come back and join me for TES issue 19 in January. Bye for now.